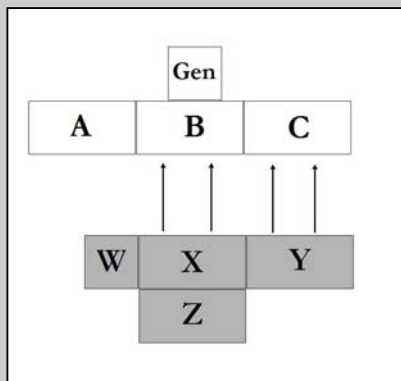


# Combat Example

## Example



The Union Trained / Elite Infantry Units **X** and **Y** launch an attack on the Confederate Units **B** and **C**. **X** is supported by unit **Z** and also by a battery of artillery, **W**. Confederate infantry unit **B** is, in turn, supported by the other Confederate units, **A** and **C**.

### Testing to Attack

The Union player declares his intention to attack. As this is an Infantry vs. Infantry situation his Confederate counterpart decides to stand and fire at close range. (p.18)

### Base X

The Union player throws a 4 on his D6 plus:  
 +2 Supported Units (up to +2, (Bases Z and Y)  
 +1 One or both secure flanks (Bases W and Y)  
 +1 Attacking Unit  
 +1 Elite  
 +1 Supported by Unlimbered Artillery (Base W)  
 Total 10

### Base B

The Confederate player throws a 6 on his D6 plus:  
 +2 Supporting units (up to +2, (Bases A and C)  
 +1 One or Both Secure Flanks (Bases A and C)  
 +1 General in base contact with the unit  
 -1 Defender intends to fire at close range.  
 Total 9

### Result for X vs. B

Attacker wins by 1 - Defender may act as ordered.

### Base Y

The Union player throws a 5 on his D6 plus:  
 +1 Supporting Units (up to +2, (Base X)  
 +1 One or Both Secure Flanks (Base X)  
 +1 Attacking Unit  
 +1 Elite  
 Total 9

### Base C

The Confederate player throws a 4 on his D6 plus:  
 +1 Supporting Units (up to +2, (Base B)  
 +1 One or Both Secure Flanks (Base B)  
 -1 Defender intends to fire at close range.  
 Total 5

### Result for Y vs. C

Attacker wins by 4 -Defender takes one shaken level and may fire at reduced effect using new shaken level, but may not counter-charge.

In **X vs. B** the Union narrowly won the contest by 1 factor, but according to the results table the Confederate may still act as ordered. The order is therefore given to fire. A volley rings out from the Confederate Unit (p16).

### Base B

The Confederate player throws a 4 on his D6 plus:  
 +2 first time firing  
 Total 6

### Base X

The Union player throws a 4 on his D6 plus:  
 +1 Elite troops  
 Total 5.

The Confederate fire beats the Union defence by 1, so the *Outcome of Firing* table reveals that the fire has no effect.

The *Outcome of Attacks* table states that with neither side taking any shaken results 'both sides will remain 1BW apart and continue the combat next round.'

The Confederate player must now decide whether to attack his unshaken enemy during his own attack phase.

In **Y vs. C** the Union won the contest by 4, and according to the results table the Confederate are shaken but may still fire at reduced effect. The order is therefore given to fire. A less effective volley rings out from the Confederate battalion (p.16).

### Base C

Throws a 6 on his D6 plus:  
 +1 first time firing  
 -1 one shaken level  
 Total 6

### Base Y

Throws a 1 on his D6 plus:  
 +1 Elite troops  
 Total 2

The Confederate fire exceeds the Union defence by 4 points. The *Outcome of firing* table reveals that the firing has the following effect:

The Union target falls back 1BW and goes to ground.

The *Outcome of Attacks* table shows us that the Confederate base has one shaken level and the Union has none.

The Confederate has the highest number of shaken levels but the difference is not three, so the Confederate must fall back 1BW.

The Confederate unit has also picked up a Fall Back result which adds another Shaken level, leaving them with 2 levels of shaken.

The Confederate player must now decided whether to attack his unshaken enemy during his own attack phase or try to rally some shaken levels .

